

WHAT IS CLAIMED IS:

1. A communication game equipment comprising:
 - a main system having a main CPU, which controls execution of games by game programs; and
 - 5 a communication sub-system having a sub-CPU, which executes a plurality of different communication function tasks,
 - wherein the communication sub-system is provided with a shared memory accessible by the main CPU and the
 - 10 sub-CPU, the communication sub-system having a resource management task function, which manages resources of the shared memory for the plurality of different communication function tasks.
- 15 2. The communication game equipment according to claim 1, wherein the plurality of different communication function tasks include a network server access task, which performs data downloads from or uploads to a data center, a real time management monitor task, which exchanges
- 20 management data with a POS data center, and a real time communication task, which executes data sharing with another game equipment unit connected to an adjacent link.
3. The communication game equipment according to claim
- 25 1, wherein the sub-CPU is configured such that it is managed by a real time operating system (OS).

4. The communication game equipment according to claim 1, wherein the main system and the communication sub-system are each formed on circuit boards independent of each other.

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5. A networked communication game equipment comprising:

a data server;

a game center connected to the data server via a communication circuit, the game center including a plurality of game equipment units, the plurality of game equipment units in the game center being connected to each other via Ethernet;

a main system having a main CPU which controls execution of games by game programs; and

15 a communication sub-system having a sub-CPU which executes a plurality of different communication function tasks,

wherein the communication sub-system is provided with a shared memory accessible by the main CPU and the sub-CPU, the communication sub-system having a resource management task function, which manages resources of the shared memory for the plurality of different communication function tasks.

25 6. The networked communication game equipment according to claim 5,

wherein the plurality of different communication

function tasks include;

a network server access task, which performs data downloads from or uploads to a data center;

a real time management monitor task, which exchanges
5 management data with a POS data center; and

a real time communication multiplayer task, which executes data sharing for multiplayer games with another game equipment unit connected to an adjacent link.

10 7. The networked communication game equipment according to claim 5,

wherein the plurality of different communication function tasks include;

a communication multiplayer task for communication
15 multiplayer games played between the plurality of game equipment units; and

wherein the communication multiplayer task provides control such that data to be sent is read from the main system by the sub-system when a synchronization request
20 is issued from the main system of each of the plurality of game equipment units, that the data is sent to the game equipment unit connected to an adjacent link, and that data transmission is repeated to the game equipment unit connected to an adjacent link when data of a game equipment
25 unit other than the one's own game equipment unit is received.

8. The networked communication game equipment
according to claim 7, . .

wherein the communication multiplayer task further
provides a control such that a life value corresponding
5 to the number of game equipment units playing a
communication multiplayer game is added when the data is
sent to the game equipment unit connected to an adjacent
link, that the life value is decremented only by one on
a game equipment unit receiving the data and that
10 repetitive data transmission is halted when the life value
reaches a predetermined value.